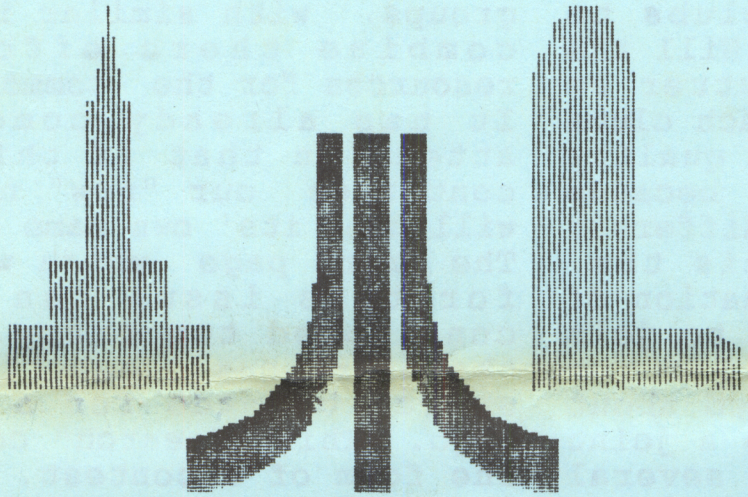
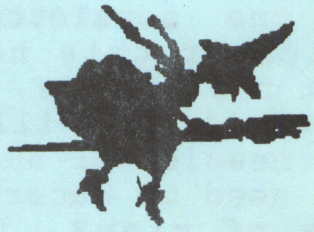
CACE LA'CACE
SPECIAL ISSUE
OCTOBER 1987





THE CLEVELAND ATARI NEWSLETTER

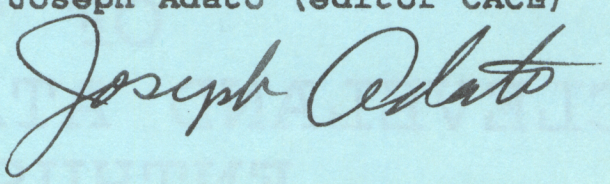
THE COMBINED ISSUE OF THE CLEVELAND ATARI COMPUTER ENTHUSIASTS AND THE LAKE COUNTY ATARI COMPUTER ENTHUSIASTS

EDITORIAL

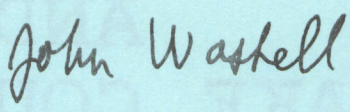
WHY?

As this is the first attempt (at least as far as we're aware of) to publish a joint newsletter in our area many of you may have asked and wondered, WHY? Why is it necessary for two clubs to create one newsletter? Will the creation of this newsletter be done at the expense of each clubs individuality? Will the quality of the newsletter suffer because of the need to cater to different points of view? Is this the first step in the amalgamation of both clubs? Will I have to join both clubs? These and other questions have been talked about since the idea to create a joint newsletter was discussed several months ago at a meeting of the officers of several area ATARI computer clubs. First let us, the co-editors of this newsletter, begin by stating that this idea is not new. There are many newsletters throughout the country which are the combined efforts of several individual clubs. In every case which we are aware of these efforts have been beneficial to all clubs in question. These benefits have ranged from the sharing of publishing costs to a higher quality of newsletter. In several instances the newsletter grew in size because of the increased contributing membership and reading audience. The co-editors of our first issue realize that we have a great deal of learning and growing to do. This issue is by no means a finished product. It is instead the first word in what we hope will be a long series of words which we create in concert. We also realize that we can not operate in a vacuum. We need and request your comments and suggestions on how we can improve our newsletter. Our only intent for this issue was to give you a hint of what is possible when two groups, with similar interests, combine there efforts and resources for the common good. It has already come to our attention that if this effort continues our "new" newsletter will need its' own name and logo. The front page which we created for this issue can only be considered temporary. It is therefore our suggestion that a search be made for a name and logo. This "search" could be in the form of a contest. We leave the decision on how this can be done to our respective club presidents. Finally, it is our hope that if this newsletter is well received it will encourage other ATARI clubs in our general area to join forces with us. For now, we hope that you will find this issue interesting, enjoyable, and informative.

Joseph Adato (editor CACE)



John Washell (editor LACACE)



NEXT CACE MEETING-WEDNSDAY...

Desktop Publishing on the 800XL

by

Ron Hophins-lutz LISW

I had a couple of questions about last month's column that I would like to answer before I continue with the series

I was asked what I used to create the column. I used an NEC MS-DOS computer running pfs: First Publish, a desktop publishing program. The finished copy was printed out on a Star NP-10 dot matrix printer.

I could have created the same column on the 800XL, but it would have taken about 10 hours. It took less than an hour on the MS-DOS machine. This is not due to the limitations of the machine as much as the limitations of the available software. I want to explain this because it effects the working of the desktop publisher working on the 800XL.

The difference is not memory, but disk space. MS-DOS machines have large amounts of memory, but they use the memory primarily for buffers.

Because the overwhelming majority of MS-DOS owners have two disk drives (either one floppy drive and one hard disk or two floppy drives) the program disk remains in drive A and the programmers make frequent use of access to the program disk.

However very few Atari owners have two disk drives. As a result frequent access to the program disk would require horrendous amounts of disk swapping. The result is that disk access to the main program disk for data or a program overlay is very rare. Programmers tend to try and make their programs as self-contained as possible. The programs do less and multiple programs are required to do the same things as a single program on an MS-DOS machine.

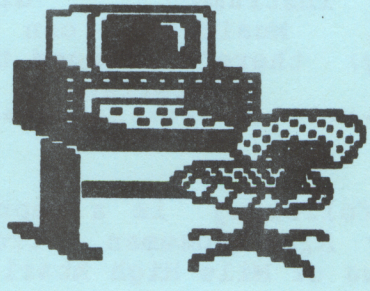
Now, last month we laid out a newsletter on graph paper to get an idea of our final layout. We must make a decision now as to whether we are going to cut and past or use single/multiple pass printing on a single sheet.

To do this we must look at the method of reproduction. If we are planning to use a photocopier for reproduction we can use either method. This is because with careful layout and use of white-out the page can be easily reproduced in any size we want with a good increase in contrast.

If we are planning to use a commercial printer we must first talk to the printer. If he exposes his plates by shining a light through the rear of the copy then we cannot use cut and paste as it will result in places where there are multiple layers of paper. The variable densities in the copy will cause some parts to be overexposed and some underexposed.

Single and multiple pass printing differ only in whether we use one program of several to produce our finished copy. One case where multiple passes is a good idea is when you have a standard masthead that will appear on every issue without change. It may then pay to have a supply of sheets with the masthead already on them. For now we will use a single pass of the print head to produce our newsletter. We will also print from a single program, although other programs will be used to prepare materials for use, such as graphics. So if you plan to work along with the project, get yourself a copy o f T Y P E S E T T E R .

****



NEWS FLASH

by

Joseph Adato

800 EMULATOR UPDATE

In my column of August 1987, I wrote about an 8-bit emulator which has been developed by Darek Mihocka. I have just read in the Sept. 1987 issue of WACO (Westmoreland Atari Computer Organization) that this program will be published in the Sept. and Oct. issues of ST Log.

WANT A COMPUTER?

GO TO YOUR LOCAL MUSIC STORE!

(The following is a reprint of an article by John Edwards from the August issue of MILE HIGH ATARI)

ATARI CORP. has announced its intention to sell the 520/1040 ST computers through MUSIC STORES!! That's right, I said MUSIC STORES! According to J.J. Brown, ATARI CORP. Vice President and General Manager, ATARI has started signing up music dealers during the International Music and Sound Expo. held in Chicago during the month of August, 1987.

This trade show was sponsored by the National Association of Music Merchants (NAMM). "It's a natural for Atari", said Brown. "music stores already sell music software and the ST is rapidly becoming the computer of choice for musicians because of its low price and high performance. Another reason is that it is the only personal computer with a built-in MIDI (musical instrument digital interface). Musicians can use an ST immediately; there's no need to buy a MIDI interface board.

****

(The following is a reprint of an article by Alan Roseman from the August issue of Mile High Atari.)

ZMAG HARDWARE REVIEW

QUBIE'S MODEL MODEM

The QUBIE' SUPER 1200E is a standard size external modem (5"X9"), it's outer case is made of steel in a painted finish. It's face is a contrasting dark brown. The face of the QUBIE SUPER 1200E displays a full array of informational LED's. HG-high speed, AA-auto answer, CD- carrier detected, OH-off hook, RD-receive data, SD-send data, TR- terminal ready, and MR-modem ready. Immediately left of the LED's is a small slide open compartment which houses the 8 DIP switches making for easy access. The rear of the QUBIE' SUPER 1200E offers you access to it's RS-232C port, an on/off switch, speaker volume control, and telephone and power input.

As you cam probably tell from the description the QUIBE' SUPER 1200E is a very well equipped package. It has all the features we have come to appreciate in a top quality modem. Did I mention yet that it auto switches rom 1200 to 300 baud on connect if necessary? well it does! The QUIBE' SUPER 1200E accepts all standard HAYES commands, I have used it an all local BBS's as well the major pay to connect information services. It has performed in an error free fashion in every case.

The documentation is complete and easy to understand even for the novice. The QUIBE' SUPER 1200E comes as a bundled package with IBM software "PC TALK" making it a real bargain or big blue fans. Delivery which is via UPS is free and takes approximately six days. For about six dollars thy will ship express which cuts delivery time to about three days.

You probably haven't heard of the QUIBE' Co. Well neither had I. I was put on to them by a friend who told me that QUIBE' doesn't advertise in the ATARI mags. They seem to stick

with the PC related publications. That, I'm afraid, is a loss for both us and the QUIBE' Co. When I ordered my modem I made a point of telling the salesperson that out in the world are many varied micro users, they would only help their own cause by addressing a wider selection of us.

I give QUBIE' SUPER 1200E my highest recommendation. This is an opportunity for computer users to get the best of both worlds. This is a product which defies you to find fault. whether you look at the price $99.00, or the product integrity.

For more information call/write,

QUBIE' SUPER MODEM 1200 EXTERNAL
507 Calle San Pablo
Camarillo, CA. 93010
1-(800)-821-4479
DELIVERED PRICE $99.00

****

PRINT SHOP FIX

If you are have a problem with PRINT SHOP and are using an 850 interface you can correct the problem by, loading PRINT SHOP GRAPHICS DISK #2. Press [U] when the screen shows. The following prompt will tell you to remove the write protect tab from your copy of PRINT SHOP. Insert the back (flip) side into the drive and press return. when the drive stops your problem will have been solved.

****

ATARI WRITER PLUS

and the

OKIMATE 10 PRINTER

If you own and OKIMATE 10 printer you can use it to print with ATARI WRITER+. Just choose letter "B", ATARI 1025 from the printer menu. It seems that the OKIMATE 10 and the ATARI 1025 have many of the same print codes.

****

MAGNIPRINT II+

Review by

Joseph Adato

Last month, when producing your newsletter, I found that I had room for a picture on the last page of the newsletter. John Suchy, who was helping me produce the newsletter, suggested that we use MAGNIPRINT II+. I had purchased a copy of MAGNIPRINT II+ about a year ago, but for some reason I never got around to using it. Watching the ease with which John was using the program, I knew that as soon as I got home I was going to have to brake open my copy and give it a try.

MAGNIPRINT II+ is a very unique program which will print your pictures in several different sizes from 1/4 of a page to a large poster covering nine 8-1/2" X 11" size pages. It will do this in color or black and white. When black and white is used, the user has the choice of black on white or white on black (inverse). It will print pictures created by MICRO-PAINTER, FUN WITH ART, B/GRAPH, GRAPHIC MASTER, SUPER SKETCH, STRIP POKER, MOVIE MAKER (background), GRAPHIC MAGICIAN, PRINT SHOP, SYNGRAPH, KOLA PAD, ATARI TOUCH TABLET, MICRO-illustrator, and COMPUTER EYES. It will print the pictures created by these programs either in a vertical or horizontal position and text may be added to any part of the page in three different sizes.

MAGNIPRINT II+ will work on all EPSON, PANASONIC, CITOPS, NEC, GEMINI/STAR printers or any printer which is compatible with any of the above mentioned printers.In short, this is one great program. If you haven't gotten it, get it.

MAGNIPRINT II+
cost $24.95
published by
ALPHA SYSTEMS
1012 Skykland Dr.
Macedonia, Oh.44056
(216)-467-5665*

CACE EDUCATIONAL DISK #3

The following brief description and instructions

Compiled by

Elmo Snyder

FUNCTION Function Machine-You give a series of 4 numbers & Machine shows result when the math function (FORMULA) is applied. After first # you are asked to guess the result. Function (FORMULA) is shown after third guess.Graphics, Color, and Sound are good.Has four levels.

RATING(1-10)=8

CHEMISTRY Practice drill on Elements, Symbols, Radical Names/Symbols, Oxidation States, Solubility Rule Numbers.No sound or graphics!

RATING(1-10)=5

GEOMETRY Teaches basic rules and history of geometry. Text with some graphics, no sound.

RATING(1-10)=5

MATHKIDS Drill on any of 4 math functions. You select largest # to be used. Program doubles largest # if score is 100%. Has color, sound, & graphic reinforcement.

RATING(1-10)=4

MATHQUIZ Drill in 4 math functions. choose 10 or more questions/exercise. 3 skill levels.

RATING(1-10)=6

MATHTEST "MATH INVADERS", Basic drill with game like antics between questions.6 skill levels. "START"=Replay "SELECT"=Exit.

RATING(1-10)=7

MATHTIME Like "MATHKIDS" but timed test?

RATING(1-10)=3

****

CACE EDUCATIONAL DISK # 4

The following brief description and instructions

compiled by

Elmo Snyder

WORDSEAR.CH Crossword game with instructions. Good sound & color. JOYSTICK required.KB"C"=Clue KB"G"=Give up KB<SPACE>=Next word(s).

RATING(1-10)=8

WORDSRCH.GEN Generates crossword game with output to printer. Prints answer key then game board then word list. Multiple copies option. "0" Option-omits word display on screen. (FOR PUZZLES YOU WANT TO SOLVE)"1" Option-displays words as generated.

RATING(1-10)=9

EAREYE Science review of Ear & Eye makeup & function.GRAPHICS- very good SOUND-no need JOYSTICK.Includes question & answer exercise.

RATING(1-10)=8

LIGHT Science review. Good graphics and sound,need JOYSTICK.

RATING(1-10)=8

BEGINTYP.ING A good tutorial for beginning typists. It has letter drills & sentences to copy. Errors are shown as they are made. No "BACKSPACE" allowed.No sound or graphics.

RATING(1-10)=8

MULTIPLY Teaches multiplication of single numbers.Color & Sound good; 6 levels of play.

RATING(1-10)=7

PRESCHLM.ATH Add, subtract, or count items from 1 to 10. Different icons add variety & hold attention. Has color, sound, & graphic reinforcement.

RATING(1-10)=6

SPELLING.BEE Type in your spelling list. Then words are shuffled & flashed on screen in random order. You must recognize word & then spell it correctly. Gives % correct at end of list.

RATING(1-10)=5

****

THIS NEWSLETTER HAS BEEN....

MACHINE AERIE
by
I. F. Carlstrom

Last month, during our discussion of programming techniques, Raymond Zapp asked on interesting question concerning branch statements in assembly programming. It was not practical for us to discuss his question in detail at the time; but the queston did lead me to think through the logic in a systemmatic way.

Branching commands commonly depend upon the status of the carry bit - C and the zero bit - Z. Recall that Z is set equal to one whenever an operation involving the accumulator - A results in the a value of zero. There are four common branching commands:

```
BEQ LINE ; IF Z=1 THEN GOTO LINE
BNE LINE ; IF Z=0 THEN GOTO LINE
BCS LINE ; IF C=1 THEN GOTO LINE
BCC LINE ; IF C=0 THEN GOTO LINE
```

Now suppose that we want to implement the following BASIC instructions:

```
IF FIRST=SECOND THEN GOTO LINE.
```

We could do this as follows:

```
SEC         ; LET C=1
LDA FIRST   ; LET A=FIRST
SBC SECON   ; LET A=A-SECOND
BEQ LINE    ; IFF Z=1 THEN GOTO LINE
```

This works since FIRST=SECOND if and only if subtracting SECOND from FIRST results in a zero in the accumulator, setting Z=1

Machine language has a compare command - CMP, which simplifies this process. CMP SECOND is a command which does all of the following in one step: First the carry is set, i.e. C=1. Then SECOND was larger that A then "the carry was barrowed" and C=0. Otherwise C remains 1. If SECOND=A then Z=1. Finally, the original value is restored to A.

To implement the instruction: 'IF FIRST ≤ SECOND, the subtraction will not clear the carry.

In turn: 'IF FIRST < SECOND THEN GOTO LINE' can be handled as follows:

```
LDA FIST
CMP SECOND
BCC LINE
```

Here the subtraction clears the carry at just those times that SECOND > FIRST.

For many purposes this is enough. However it would be awkward to test whether FIRST ≤ SECOND, FIRST ≤ THIRD, etc. By our current method we must load SECOND and compare it to FIRST and then load THIRD and compare it to FIRST, etc. It would be nice if we could just load FIRST into A and then compare it in turn to SECOND, THIRD, etc. In the case that comparisons are made against actual numbers rather than method. After all, A ≤ #34 if and only if A < #35. Here we can CMP #35 and BCC LINE. (Recall that to test for FIRST<SECOND, SECOND is compared to FIRST and BCS is used; to test for FIRST≤SECOND, FIRST is compared to SECOND and BCS is used. With our current tack, it is much easier to test for < than for ≤.)

a) To test for the negation of a statement we merely replace "carry clear" by "carry set" or vice versa. For example, we said that we use bcc to test for AU,U34. Thus we use BCS to for NOT(A≤#34).

b) FIRST≤SECOND is equivalent to NOT (SECOND<FIRST). However, these two conditions are tested in exactly the same way so that this conversion is usually not useful.

c) A≤#34 is equivalent to A<#35. this is the easiest way to obtain a <-relation. It is much easier to test ofr < than for ≤.

With > and ≥ the situation is reversed. Here A≥#34 is easily tested as follows.

```
CMP #34
BCS LINE
```

To test for A>#34 we convert the condition to A≥#35.

```
CMP #35
BCS LINE
```

OFFICERS	CACE	PHONE	LA'CACE	PHONE
President	John Suchy	439-7817	Don Stalzer	944-3030
Vice President	Ian Carlstrom	371-2732	John Washell	UNLISTED
Corresponding Secretary	Barbara Carlstrom	371-2732	Margo Strunk	1-428-6797
Program Coordinator			Rich Strecker	946-6391
Treasurer	Ron Hopkins-Lutz	932-2314	Marge Cowper	946-7142
Newsletter Editor	Joe Adato	449-6881	John Washell	UNLISTED
Disk Librarian (8-bit)	Ken Vargo	322-0655	Mike Gunn	942-8470
Disk Librarian (ST)	George Neff, Sr.	486-8914	Jim Claspill	942-2175
Print Librarian	Gary Herman	381-4595	Tom Bohinc	944-7916
Adventure Hotline	Jon Carlstrom	371-2732		

MEMBERSHIP INFORMATION:	1705 Lee Road, Cleveland Hts., Ohio 44118
NEWSLETTER SUBMISSIONS:	1744 Larkspur Drive, Lyndhurst, Ohio 44124
NEWSLETTER EXCHANGE:	2769 Derbyshire Rd, Cleveland Hts 44106
CONTRIBUTING EDITORS:	Ian Carlstrom, John Suchy, Ron Hopkins-lutz

****

To become a member: see the treasurer before the meeting or during the intermission.

To submit to the newsletter: We accept any type of readable text, but program listings must be submitted on tape or disk from a working copy. We prefer that the text be submitted both in print and on tape or disk. Text from any common word processor is acceptable. We can provide you with public domain word processors.

Program listings, both long and short, are particularly welcome. However, we are also intrested in reviews, tutorials, and articles of general computing interest. The editors will make final decisions as to the suitability of articles, but we will usually print anything submitted.

Articles may also be submitted by calling the LA'CACE's bulletin board at 341-9246. The board is open 24hrs. Go to UPLOAD (U) section, there you will find a subdivision called NEWSLETTER FILES. This is where you may upload your article.

In addition to articles and programs, we also seek computer art and letters to the editor.

****

CLEVATARI NEWSLETTER
2769 DERBYSHIRE ROAD
CLEVELAND HEIGHTS, OHIO 44106

TO: